ABOUT PHOTOSENSITIVE SEIZURES

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms including: lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by sitting farther from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

OTHER IMPORTANT HEALTH AND SAFETY INFORMATION

The Xbox video game system documentation contains important safety and health information that you should read and understand before using this software.

AVOID DAMAGE TO YOUR TELEVISION

Do not use with certain televisions. Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of game play may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be safely played on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played on your set.

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USING THE XBOX™ VIDEO GAME SYSTEM

Disc tray

```
┌─────────────────────────────────────────┐
│  XBOX                          Microsoft │
│   ①    ②      △    ③    ④              │
│                ○                         │
└─────────────────────────────────────────┘
```

Controller port 1
Controller port 2
Eject button
Power button
Controller port 4
Controller port 3

1. Set up your Xbox™ video game system by following the instructions in the Xbox Instruction Manual.

2. Press the power button and the status indicator light will light up.

3. Press the eject button and the disc tray will open.

4. Place the *NBA Live 2002* disc on the disc tray with the label facing up and close the disc tray.

5. Follow on-screen instructions and refer to this manual for more information about playing *NBA Live 2002*.

AVOIDING DAMAGE TO DISCS OR THE DISC DRIVE

To avoid damage to discs or the disc drive:

- Insert only Xbox-compatible discs into the disc drive.
- Never use oddly shaped discs, such as star-shaped or heart-shaped discs.
- Do not leave a disc in the Xbox console for extended periods when not in use.
- Do not move the Xbox console while the power is on and a disc is inserted.
- Do not apply labels, stickers, or other foreign objects to discs.

USING THE XBOX™ CONTROLLER

XBOX CONTROLLER CONFIGURATIONS

Expansion slot A
Expansion slot B

Right trigger
Left trigger

Left thumbstick
White button
Black button
Y button
B button
X button
A button

Directional pad
Right thumbstick

BACK button
START button
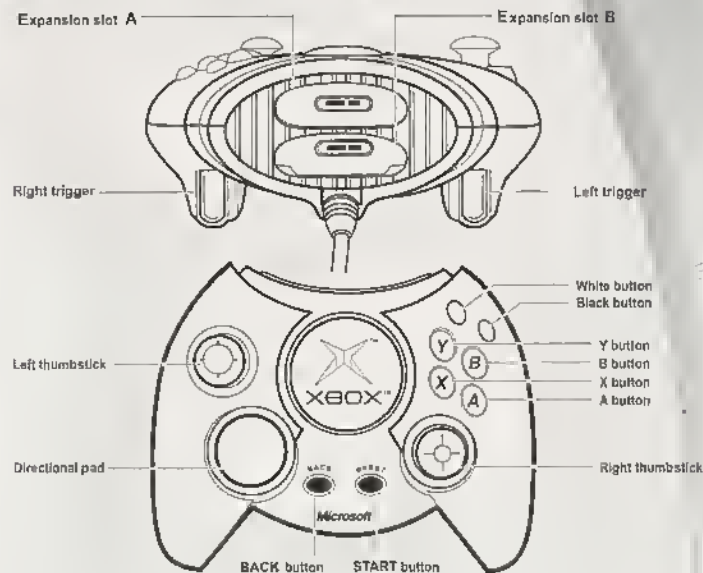
1. Insert the Xbox Controller into any controller port of the Xbox console. For multiple players, insert additional controllers.

2. Insert any peripherals (for example, Xbox Memory Units) into controller expansion slots as appropriate.

3. Follow on-screen instructions and refer to this manual for more information about using the Xbox Controller to play *NBA Live 2002*.

BASIC CONTROLS

Use these controls to get in the game.

OFFENSE/DEFENSE

Move player	☀ or ☀
Turbo sprint	Ⓡ

OFFENSE

Shoot	Ⓑ
Pass	Ⓐ
Back down/spin	Ⓨ
Crossover	Ⓧ

DEFENSE

Switch defenders	Ⓐ
Steal	Ⓧ
Hand check	Ⓑ
Jump	Ⓨ

✧ *NBA Live 2002* includes many more moves—crossover dribbles, spin moves, alley-oop dunks, pick-and-roll plays, and more. ➤ *Complete Controls* on p. 6.

INTRODUCTION

You sat there on your couch all season tellin' your friends you could chump Vince Carter in a game of one on one. Well, it's time to walk the walk. *NBA Live 2002* comes to the Xbox™ video game system from Microsoft® for the first time with all the game you could want, and it's your turn to run with the rock now.

Take your team through the paces of a rigorous Season, or build them up to an NBA powerhouse in Franchise mode. Or, if you want to make it personal, 1 on 1 mode lets you test your game against any player in the league.

This game is for real. So save your bricks and flops for when you're playing with that overweight, burger-munchin', chest-thumpin' sofa jockey you call a friend.

✧ **Look Good While Playing Good**—Style up your players with knee pads and knee braces, arm and head bands, different sock lengths, sweet shoe styles, and more.

✧ **Own The Paint**—Throw your weight around under the basket with a wide range of post moves, a bigger shot selection, easier post defense, and defensive rebounding.

✧ **Build The Next NBA Dynasty**—Run the court season-to-season in Franchise Mode and build the team that everyone fears.

✧ **Try To Keep Up**—A faster frame rate picks up the pace and speeds up the game.

✧ **Come On, Ref!**—Things get heated on the hard court with new player-player and player-referee interactions.

✧ **The Legends Take The Court**—Take Hall of Famers and Court Legends 5-on-5 or 1-on-1 and decide for yourself who are the greatest players of all time.

For more info about this and other titles, visit EA SPORTS™ on the web at **www.easports.com**.

COMPLETE CONTROLS

When you've mastered the basic controls, learn all the moves to really dominate on the court.

MENU CONTROLS

Highlight menu item	⊗↕ or ◉↕
Select menu item	Ⓐ or START
Help	○
Previous menu	Ⓑ or BACK

OFFENSE (WITH BALL)

Move player if dribble is available	☼ or ☼
Pass (☼ chooses receiver)	Ⓐ
Direct Pass (to a specific player)	Ⓛ + ⊗, Ⓐ, Ⓨ, or Ⓑ
Shoot (press to jump then release to shoot; tap to fake)	Ⓑ
Crossover dribble	⊗
Back-down (hold) or Spin move (tap)	Ⓨ
Walk (from standing position)	Ⓛ + ☼
Turbo speed for player	Ⓡ + ☼
Stutter step (tap)	● + ☼
Fake moves	●
Call for a pick	BACK
Pause game and open Pause menu	START

⊃ To throw an alley-oop pass to a player close to the basket, press ○.

LOW POST MOVES

⊃ To back your defender down, press Ⓨ and choose one of the following moves:

Jump hook	Press ☼ + Ⓑ
Fadeaway jump shot	Press ☼ away from basket + Ⓑ
Spin move from backdown	Press the ☼ in the direction you want to spin and then release ☼
Up and under	● + Ⓑ, then Ⓑ again

◇ When your player's circle pulses, he's on a hot streak. Give him the ball and let him take it to the hole. When his circle darkens, his stamina weakens and he needs to be subbed.

OFFENSE WITHOUT BALL (PLAYER LOCKED)

In Player Lock mode, you control a single player for the entire game. When you don't have the ball, use the controls listed below.

Move player	☼ or ☼
Make computer ballhandler shoot	⊗
Jump to rebound	Ⓨ
Hand check	Ⓑ
Call for pass from computer ballhandler	Ⓐ or Ⓨ
Post up	Ⓨ + ☼

Set the distance

Aim right/left

Press **Ⓐ** or **Ⓑ** when the cursor is in the center of the meter

⊃ Use the T-Meter™ to aim the shot when your player goes to the charity stripe. To line up the shot, stop the basketball cursor in the middle of the T-Meter by pressing **Ⓐ** or **Ⓑ**

PLAYCALLING

Choose set or play

ᴮᴬᶜᴷ + **Ⓧ, Ⓐ, Ⓨ, Ⓑ, Ⓛ, Ⓡ,** **◯,** or **●**

✧ Plays are set through the Offensive and Defensive Strategy screens, which are available through the Strategy screen in the Pause menu. One play can be mapped to each button for Offense and Defense.

DEFENSE

Move player	☼ or ☼
Try to steal the ball	**Ⓧ**
Hand check	**Ⓑ** (**Ⓡ** + **Ⓑ** for hard hand check)
Jump to rebound or block shot	**Ⓨ**
Switch players	**Ⓐ**
DirectSwitch to specific defender	**Ⓛ** + **Ⓧ, Ⓐ, Ⓨ,** or **Ⓑ**
Switch to defender closest to basket	◯
Face up the player you are guarding	●
Call for double-team	**ᴮᴬᶜᴷ** ●

SETTING UP THE GAME

Whether you like playing streetball where anything goes or playing by the rules, you can set yourself up for the perfect NBA Live 2002 experience by adjusting the settings and choosing your favorite type of game.

MAIN MENU

From the Main menu, you can launch right into a game with Play Now, choose a more advanced game mode, set your Options, and take a look Inside EA SPORTS.

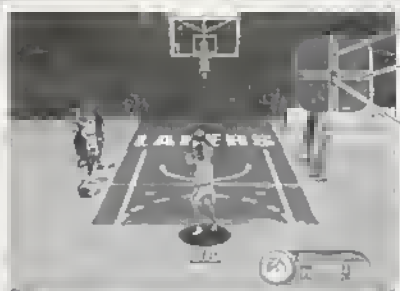|	
PLAY NOW	Hit the court for some all-out hoops (➤ p. 12)
GAME MODES	Play through a Season, jump straight into the heat of the Playoffs, build a Franchise, go 1 on 1, or drill your player in a Practice (➤ p. 19).
OPTIONS	Manage your rosters, check out the numbers in Stats Central, or save and load files to/from an MU (➤ p. 16) or the hard disk.
INSIDE EA SPORTS	Check out what's new from EA SPORTS or view the game credits (➤ p. 25).

SETTINGS

From the Play Now mode in the Main menu, advance to the Select Controller screen. Once in the Select Controller screen pull **Ⓛ** to access Settings. Here you can make the rules up as you go along. You can also adjust preferences and game settings.

NOTE: Default options are listed in **bold** in this manual.

RULES

NBA Live 2002 lets you determine which violations are called. When set to Simulation style, violations are called as they would be in an NBA game. In Arcade mode, the rules are much looser.

GAME STYLE	**SIMULATION**/ARCADE.
DEFENSIVE FOULS	Adjust the frequency of defensive fouls called.
OFFENSIVE FOULS	Adjust the frequency of offensive fouls called.
FOUL OUT	Adjust the number of fouls before fouling out.
SHOT CLOCK	Toggle the shot clock **ON**/OFF

OUT OF BOUNDS	Toggle out of bounds calls **ON**/OFF.
BACKCOURT VIOLATION	Toggle backcourt violation calls **ON**/OFF.
TRAVELING	Toggle traveling violation calls **ON**/OFF.
GOALTENDING	Toggle goaltending violation calls **ON**/OFF.
OFFENSIVE 3 SECONDS	Toggle the defensive 3 seconds violation calls **ON**/OFF.
3 IN THE KEY	Toggle 3 in the key violation calls **ON**/OFF.
5 SECOND INBOUNDING	When **ON**, you must inbound the ball within five seconds.
8 SECOND HALF COURT	When **ON**, you have eight seconds to advance the ball over the half court after inbounding in the backcourt.
FATIGUE	Toggle Fatigue ON/**OFF**. When ON, players tire and you must substitute accordingly.
INJURIES	When **ON**, players can become injured and must be substituted accordingly.

PREFERENCES

Adjust the preferences to suit your mood or game style.

MENU/IN GAME MUSIC VOLUME	Set the volume of the music that plays at menu screens and during the game.
COMMENTARY/ ARENA ANNOUNCER/ SOUND F/X/ COURTSIDE VOLUME	Set volume levels for commentary, the arena announcer, sound effects, and courtside sound.
AUTOMATIC REPLAYS	Set the frequency at which highlight plays are shown after made baskets.
PLAYER CUT SEQUENCES	Determine the amount of non-interactive cut scenes.
SCORE OVERLAY	Toggle continuous score display during gameplay **ON**/OFF.
PLAYER INDICATORS	Select player indicators from **NAME**, POSITION, NUMBER, POSITION NO., USER NAME, or NONE.
INDICATOR DISPLAY	Set indicator display to **ACTIVE PLAYER**, ALL PLAYERS, or all players on the ACTIVE TEAM.
CPU ASSISTANCE	When ON, the abilities of the team that's behind are increased.
SHOT CONTROL	Set shot control to **USER** or CPU.

GAME SETTINGS

GAME STYLE	Choose **SIMULATION** or ARCADE style. An Arcade style game has a quicker pace. Simulation style plays more like a real NBA game.
SKILL LEVEL	Set your skill level to **ROOKIE**/STARTER/ALL-STAR/ SUPERSTAR. The difficulty level increases with each category.
QUARTER LENGTH	Set the quarter length from 2–12 minutes. Default is **3** minutes.

USER PROFILES

Set up a user profile to keep track of your stats, save settings, and more.

USER PROFILES SCREEN

USER PROFILES	Select a user profile.
CREATE NEW PROFILE	Enter a new profile name.
PLAYER LOCK	Set to a specific position or choose **UNLOCKED** to rotate between all positions.
SKILL LEVEL	Set your skill level to **DEFAULT**, ROOKIE, STARTER, ALL-STAR, or SUPERSTAR.
SHOT CONTROL	Set shot control to **DEFAULT**, CPU, or USER.
VIBRATION	Toggle vibration mode **ON**/OFF.

NOTE: User Profile Settings supercede Game Settings.

To create a User Profile:

1. From the Select Controller screen, press ⊗. The User Profiles screen appears.

2. Press the ⬆ or ⬆ to highlight CREATE NEW PROFILE and press ⒶEnter your profile name and then press Ⓐ again.

➲ Press the ⊗⬆ or ⊙⬆ to scroll through the alphabet. When the letter you want is showing, press the ⊗→ or ⊙→ to continue entering your profile name.

3. Set all your profile options and then press ⬛ to accept the settings and return to the Select Controller screen.

PLAY NOW

NBA Live 2002 has many options and settings that you can adjust to customize your game. But sometimes you just want to hit the court without all the setup. Play Now lets you choose a team and head straight to the tip off.

To start a Play Now game:

1. From the Main menu, choose PLAY NOW. The Select Teams screen appears.

2. Press the ⊕⊗ ⊗⊕ or ⊕⊚ ⊚⊕ to choose either the Home or Away team.

3. Press the ⊗ ⊗ or ⊚ ⊚ to scroll through the teams.

⊃ Pull 🄻 to access and adjust your settings, including rules, preferences, and game settings (➣ p. 9).

⊃ Press ⊗ to create or edit a user profile (➣ User Profiles on p. 11).

⊃ To adjust your starting lineup, press ⊗

⊃ Pull 🅁 to Randomize a team.

4. Press 🔘 from the Select Teams screen to get into the game.

ON THE COURT

Out on the court the game moves fast. Read this section first to familiarize yourself with the game screen, Pause menu, and some basic basketball strategy so you can stay on your toes when you're up against the greatest athletes in the world.

GAME SCREEN

Shot Clock

Controlled Player

Quarter

Game Clock

Score

PAUSE MENU

Access the Pause menu to change your game settings and options, use a timeout, make player substitutions, and more.

⊃ To access the Pause menu, press 🔘 at any time during gameplay.

RESUME GAME	Return to the current game.
HOME/AWAY TIMEOUT (6)	Use one of six timeouts per game. The number in the parentheses changes to reflect the number of timeouts remaining.
SUBSTITUTIONS	Relieve your fatigued starter or sub in for an injured player.
SELECT CONTROLLER	Change which team you control.
CAMERA OPTIONS	Choose your camera view and set your camera options.
SETTINGS	Adjust your Rules and Preferences (➣ Settings on p. 9).
STATS CENTRAL	View Player, Team, User Stats and Shot Display.
STRATEGY	Set your Team, Offensive, Defensive or Defensive Matchup Strategy (➣ Game Strategies below).
INSTANT REPLAY	Watch that last play again.
QUIT GAME	Abort the current game and return to the Main menu.

GAME STRATEGIES

Set your team, defensive, and offensive strategies and your defensive matchups for the game.

TEAM STRATEGY

Set up your team strategies, auto subs, and notifications.

OFFENSIVE STRATEGY	Select a default offensive strategy or choose **AUTOSWITCH** to let the CPU automatically enact an offensive strategy for you.
DEFENSIVE STRATEGY	Select a default defensive strategy or choose **AUTOSWITCH** to let the CPU automatically pick a defense for you.
BOX OUT	AUTO/**ON**/OFF. When ON, front line players will box out an opponent after a shot in order to get themselves in position for a possible rebound.
CRASH BOARDS	**AUTO**/ON/OFF. When ON, backcourt players charge the basket after a shot for the rebound. When OFF, only the front line players position themselves under the basket.
AUTO SUBS	Toggle ON/**OFF**. When ON, fatigued and injured players are automatically subbed out.

AUTO SUB NOTIFY	Toggle ON/**OFF**. When ON, a pop-up box informs you when players are auto-subbed in.
PLAY NOTIFY	Toggle ON/**OFF**. When ON, a pop-up box displays which play is called.
RESET	Reset all to default.

OFFENSIVE STRATEGY

Choose and assign your Offensive Strategies to controller buttons or reset to the default setup.

MOTION	This strategy stresses ball movement and multiple passes in order to find the open man.
BALLSCREEN	If you're having trouble beating your defender, have one of your teammates set a ball screen for you to create some space that could lead to a scoring opportunity.
DOUBLE HIGH	This strategy uses screens to create player mismatches.
QUICK HITTERS	It's all about quick passes in this strategy. Pass the ball to keep it moving and look for your open man.
POST UP	Get the ball to one of your big men positioned under the basket for an easy score.
ISOLATION	When running an Isolation play, one of your players tries to draw a double-team in order to free up a teammate who then cuts to the basket.
INSIDE TRI	Pass the ball to your center or power forward, who will look for the open low man.
TURNOUT	After taking a screen, your perimeter player cuts back to the corner leaving him open for the shot.
BOX	Pass the ball on the perimeter to keep the defense off balance.
FLEX	The "Flex" is a man-to-man offense that uses a baseline screen and cut, followed by a down screen.
HAWKS	Pass the ball along the perimeter as your guard moves toward the basket.
HIGH POST	In the High Post offense, players cut to the ball from behind the play, setting up a backdoor layup or slam.
SIDELINE TRI	A series of screens confuses the defense and leaves players open for a shot.

ZIPPER	Use a screen to move quickly to an opening.
1-4 HIGH	Move the ball around the perimeter and look for an opportunity to pick and roll at the high post.
3 POINT	Your point guard moves the ball down the court and then passes to your shooting guard or small forward for a shot from behind the arc.

DEFENSIVE STRATEGY

Choose and assign your Defensive Strategies to controller buttons or reset to the default setup.

¾ COURT PRESS	With the ¾ Court Press, your defenders pressure the offense in the backcourt when they inbound the ball.
FULL COURT PRESS	When running the Full Court Press, your defenders pressure the offensive players in the backcourt even before they put the ball in play.
HALF COURT PRESS	The defense sets up and establishes position on its end of the court while allowing the offense to bring the ball up the floor. The defense picks up the offense at the half-court line.
HALF COURT TRAP	The Half Court Trap is similar to the Half Court Press except for the fact that two of your defenders will pressure the point guard near the half-court line.
QUARTER COURT	Forcing the to guards to beat you, the defense jams the middle while leaving the outside unprotected.

DEFENSIVE MATCHUPS

Set your defensive matchups per team.

Double Team	**L**
Pressure	**R**
Scroll right/left	-⊗ ⊗- or -◎ ◎-
Move up/down	⊗↓ or ◎↓
Select/Swap player	**A**
Toggle between **Options** and the **Table**	**Y**
Accept	START
Cancel/Back	**B**
Help/Exit Help	◌

OPTIONS

Reorder your rosters, create a player, view team, player and user stats, or save a season or your gameplay settings.

⊃ Access Options from the Main menu.

ROSTER MANAGEMENT

Take complete control over your team(s) by managing your rosters. The RESET option returns your rosters to default order.

To reorder your rosters:

1. From the Roster Management menu, choose REORDER ROSTERS. The Reorder Rosters screen appears.

2. To select the team whose roster you want to reorder, press the ⊷⊗ ⊗⊶ or ⊷◉ ◉⊶.

3. To move the cursor to the player stat table (or back to the team option bar), press ⓨ.

4. Press the ⊗ ⓨ or ◉ ⓨ to select a player to move. Press ⓐ to select a player to swap. His name remains highlighted in orange as you scroll to select a second player.

5. Press the ⊗ ⓨ or ◉ ⓨ to select the second player who will swap places with the first player and then press ⓐ.

6. When finished with your reorder, press 🔘 to accept the change and return to the Roster Management screen.

⊃ Press ⓑ to cancel the change.

To trade players:

1. From the Roster Management menu, choose TRADE PLAYERS. The Trade Players screen appears.

2. To select the first team from whom to trade a player, press the ⊷⊗ ⊗⊶ or ⊷◉ ◉⊶.

3. To move the cursor to the player list (or back to the team option bar), press ⓨ

4. Press the ⊗ ⓨ or ◉ ⓨ to select a player to trade. Press ⓐ to move the selected player to the trade window. To remove the player from the trade window, highlight the player and press ⓐ. You may continue to select a total of three players to trade at one time.

5. Press 🔘 to switch to the team on the right side of the screen and select up to three players to trade to the team on the left side of the screen.

6. Press ⊗ to execute the trade.

7. Press 🔘 to retain the executed trades.

8. Press ⓑ to cancel all of the executed trades.

To release a player:

1. From the Roster Management menu, choose SIGN/RELEASE PLAYERS. The Sign/Release Players screen appears.

2. To select a team from which to release a player, press the ⊷⊗ ⊗⊶ or ⊷◉ ◉⊶

3. To move the cursor to the player list (or back to the team options bar), press ⓨ

4. Press the ⊗ ⓨ or ◉ ⓨ to select a player to release. Press ⓐ to move the selected player to the Free Agents list.

5. Press 🔘 to accept the transaction and return to the Roster Management screen.

⊃ Press ⓑ to cancel the change.

To sign a player:

1. From the Roster Management menu, choose SIGN/RELEASE PLAYERS. The Sign/Release Players screen appears.

2. Press 🔘 to toggle between the team option bar and the Free Agents/Legends Pool option bar.

3. To move the cursor to the player table (or back to the team option bar), press ⓨ.

4. Press the ⊗ ⓨ or ◉ ⓨ to select a player to sign. The player is highlighted in orange. Press ⓐ to sign the selected player to the selected team.

5. Press 🔘 to accept the transaction and return to the Roster Management screen.

⊃ Press ⓑ to cancel the change.

To create a player:

1. From the Roster Management menu, choose CREATE PLAYER. The Create Player screen appears.

2. Enter the information for your player...

⊃ To enter a player name highlight the first or last name selection and press ⓐ. Press the ⊗ ⓨ to scroll through the alphabet and press ⊗⊶ to move to the next letter of the player's name. Press ⊷⊗ to delete the previous letter. Once you are done press ⓐ to accept the player name.

⊃ Pull **L** or **R** to cycle through the player feature lists and adjust all of your player's features including his information (position, number, birthday etc.), ratings (his skills), look (his face, hair, body type etc.), and accessories (wristbands, tattoos, etc.).

5. Press ✪ to save your player. Then press ^{START} to return to the Roster Management screen.

To edit a player:

1. From the Roster Management menu, choose EDIT PLAYER. The Edit Player screen appears.

2. Follow the steps listed for creating a player.

⊃ The player's name, appearance, shooting hand, and birthday can not be changed.

To manage your created players:

✧ Once players have been created you are able to choose CREATED PLAYERS LIST from the Roster Management screen.

✧ This list displays the name, number, and position of your created players as well as their current team and their overall rating.

1. Press the ✪ or ☖ to select a created player.

2. Press ✪ to edit a created player.

3. Press ✪ to delete a created player.

4. Press ✪ to return to the Roster Management screen.

To reset the rosters:

1. From the Roster Management menu, choose RESET ROSTERS.

2. Select YES and press ✪ to reset the rosters.

✧ All player transactions will be lost.

✧ All created players will be moved to the Free Agent Pool.

STATS CENTRAL

View Player Stats, Team Stats, or User Stats. You can also check out the League Leaders during Season, Franchise and Playoff modes and the Shot Display when paused during a game.

LOAD/SAVE

Save and load games, settings, rosters, and profiles to your MU or hard disk.

GAME MODES

In addition to Play Now, there are five more game modes where you can test your hoops skills. Take on the intensity of the Playoffs, test yourself against any one NBA superstar in 1 on 1 mode, build a dream team in a Season or Franchise, or polish your game in Practice.

SEASON

Play through an entire NBA Season. If you're good enough you just might find yourself shooting for the championship come playoff time.

Toggle the highlighted team to either CPU or User control

Press the -✪ ✪- or -✪ ✪- to select a team
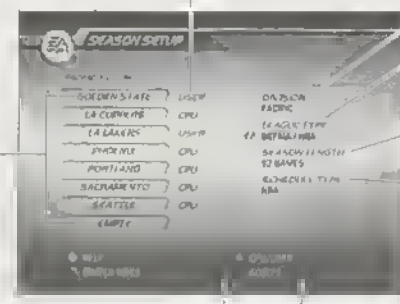
Select a division

Set up a custom or default NBA league

Set the length of your season

Choose a random or NBA type schedule

Move the cursor to left or right side items

To start a season:

1. From the Main menu, choose Game Modes. The Game Modes screen appears.

2. Select Season. The Season Setup screen appears.

3. Press ● to move to the right side of the screen and select your division, league type, season length, and schedule type.

4. Press ● again to access the current division. Press ✪ to toggle a team between user and CPU control.

5. After setting up your Season, press ^{START} to advance to the Season Settings screen (➤ p. 20).

6. Adjust your settings and press ^{START} to advance to the Season Central screen.

7. To start your first game, choose NEXT GAME and continue as you would in a Play Now game.

SEASON SETTINGS

GAME STYLE	SIMULATION/ARCADE.
SKILL LEVEL	ROOKIE/STARTER/ALL-STAR/SUPERSTAR.
QUARTER LENGTH	2-12 minutes. **3 minutes** is the default.
SIM QUARTER LENGTH	2-12 minutes.
PLAYOFF LENGTH	**5-7-7-7**/1-1-1-1/1-3-3-3/3-5-5-5.
SWITCH TEAMS	When set to YES, allows you to change your user controlled teams during the season. Default is **NO**.
MODIFY CPU ROSTERS	When set to YES, allows you to Modify the rosters of CPU controlled teams during the season. Default is **NO**.
TRADE RESTRICTIONS	When set to **YES**, trade restrictions are enforced, the CPU checks for unfair trades involving its own teams.
TRADE DEADLINE	Enforce the trade deadline. When set to **YES**, all trades must take place before a certain deadline. For example, the trade deadline for 2002 is February 21st.
CPU INITIATED TRADES	When set to **YES**, the computer prompts users with trade offers.

View the season schedule, by month or by team

Reorder your rosters, trade players, sign and release players, or create or edit a player

View player, team, or user stats, or view league leaders

Start the playoffs

Start the next game
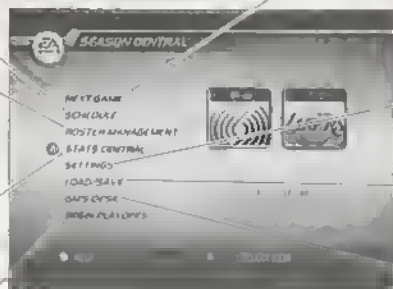
Adjust rules, preferences, and season settings

Load or save your season, settings, profile, or roster

Check out the NBA news, season standings, or a matchup review

POST SEASON
To start the Playoffs:

1. When all games have been played or simulated, choose BEGIN PLAYOFFS from the Season Central menu. The Playoff Central menu appears.

2. If a user controlled team has made it to the playoffs you are able to Play or sim through the playoffs as you would the normal season.

3. After the playoffs, select EXIT PLAYOFFS from the Playoff Central screen. The 2002 Finals MVP screen appears, press START and then the 2002 NBA Champions screen appears. Press the ⊗ or ◉ to view the players stats. Press START to return to the Main menu.

PLAYOFFS
You can earn your spot in the playoffs by proving yourself over the course of a full season. Or you can jump right in from the Main menu.

⊃ Playoff mode works similarly to Season mode. Start the Playoffs as you would begin a Season.

FRANCHISE
Build a team from the ground up and then manage them for 10 consecutive seasons.

⊃ Franchise mode is set up similar to Season (➤ *Season* on p. 19).

POST SEASON
⊃ From the Franchise Central menu, choose BEGIN PLAYOFFS. The first Awards screen appears.

AWARDS SCREENS
See who got the coveted awards for MVP, Most Improved, Sixth Man, Defensive Player, and Rookie. Then press START to advance to see who made the All NBA Team, the All Defensive Team, and the All Rookie Team.

⊃ When you're finished press START to advance to the Playoff Central screen.

⊃ If a user controlled team has made it to the playoffs, you can Play through the Playoffs as you would in a Season.

⊃ When the Playoffs are over, select EXIT PLAYOFFS from the Playoff Central screen. The NBA Finals MVP and 2002 NBA Champions screens appear.

⊃ After reviewing the 2002 NBA Champions screen, press START to advance to the Retiring Player screen.

⊃ Check out who is retiring... and then press START to continue to the Draft Lottery.

RE-SIGNING PLAYERS
Re-sign your players whose contracts are up—if you want to keep them, that is.

To re-sign a player:
⊃ Press the ⊗ or ◉ to highlight the player to re-sign. Then press Ⓐ to resign him. When you're finished, press START to advance to the Rookie Draft.

⊃ To change the number of years a player is signed for, press **Y** to highlight and then toggle the contract years options bar.

To draft a rookie:
⊃ Press the ⊗ ⇕ or ◎ ⇕ to highlight the player you want to draft and then press the **A** button.

⊃ To view the Scouting report, pull **L**.

To sign a free agent
1. At the Sign Free Agents screen, press the ⊗ ⇕ or ◎ ⇕ to select a player and then press **A**.
2. Pull **L** to compare players.
3. Press **START** to accept the transaction and return to the Roster Management screen.

1 ON 1
Take it to the rim and battle it out 1 on 1 against any of the league's finest players.

To start a 1 on 1 game:
1. From the Main menu, choose 1 ON 1. The Select Player screen appears.
⊃ To toggle between the options bar and the stats table, press **Y**.
2. Press the ⊷⊗ ⊗⊶ or ⊷◎ ◎⊶ to choose a team from the options bar.
3. When the stats table is active, press the ⊗ ⇕ or ◎ ⇕ to highlight a player.
4. Press **A** to select a Home player. Press **X** to select an Away player.
5. Press **START** to advance to the Select Controller screen. Continue from there as you would in a Play Now game (➤ p. 12).

PRACTICE
Here's your chance to improve your game.

To start a practice:
1. From the Main menu, choose Practice. The Select Player screen appears.
2. To choose a random player, pull **R**.
3. To change teams, press the ⊷⊗ ⊗⊶ or ⊷◎ ◎⊶ when the options bar is highlighted.
◇ To change to the player stats table, press **Y**.

4. To select a player, press the ⊗ ⇕ or ◎ ⇕ to cycle through the current team's players. Press **A** to select the highlighted player.
5. When you've finished selecting your player, press **START** to advance to the Select Controller screen. Continue from there as you would in a Play Now game (➤ p. 12).

SAVING AND LOADING

Save your season and you can continue your route to the championship at your own pace. Or store your favorite settings for convenience. This section details how to save and reload your game and your perfect setup.

NOTE: Never insert or remove an MU when loading or saving files.

NOTE: An MU holds 500 blocks of memory.

To save a Season/Playoff/Franchise:
1. From Season Central (or Playoff/Franchise Central), choose LOAD/SAVE. The Load/Save menu appears.
2. Press the ⊗ ⇕ or ◎ ⇕ to highlight the type of file you want to save and then press **A**. The Select Memory Unit screen appears.
3. Select the hard disk or any available MU to save to and press **A**. The Save Season (Playoff/Franchise) screen appears.
4. Press the ⊗ ⇕ or ◎ ⇕ to highlight a previously saved game to overwrite or select EMPTY to save a new saved game and press **A**. A pop-up screen appears indicating if the save was successful. Press **A** to acknowledge it and return to the Load/Save menu.

To load a game:
1. From the Options menu, choose LOAD/SAVE. The Load/Save menu appears.
2. Press the ⊗ ⇕ or ◎ ⇕ to highlight the type of file you want to load and then press **A**. The Select Memory Unit screen appears.
3. Select the hard disk or any available MU to load from and press **A**. The Load Game screen appears.
4. Press the ⊗ ⇕ or ◎ ⇕ to highlight the file you want to load and press **A**. A pop-up screen appears indicating if loading was successful. Press **A** to acknowledge it and advance to Season/Playoff/ Franchise Central.

To save settings:

1. From the Options menu, choose load/save. The Load/Save menu appears.
2. Press the ⊗ ⊗ or ⊚ ⊚ to highlight SAVE SETTINGS and then press Ⓐ. The Select Memory Unit screen appears.
3. Select the hard disk or any available MU to save to and press Ⓐ. The Save Settings screen appears.
◈ If the word EMPTY appears then you will save a new settings file, otherwise you will overwrite the old settings file.
4. A pop-up screen appears indicating if saving was successful. Press Ⓐ to acknowledge it and return to the Load/Save menu.

To load settings:

1. From the Options menu, choose LOAD/SAVE. The Load/Save menu appears.
2. Press the ⊗ ⊗ or ⊚ ⊚ to highlight LOAD SETTINGS and then press Ⓐ. The Select Memory Unit screen appears.
3. Select the hard disk or any available MU to load from and press Ⓐ. The Load Settings screen appears.
4. Press Ⓐ and a pop-up screen will appear indicating if loading was successful. Press Ⓐ to acknowledge it and return to the Load/Save menu.

To save a user profile:

1. From the Options menu, choose LOAD/SAVE. The Load/Save menu appears.
2. Press the ⊗ ⊗ or ⊚ ⊚ to highlight SAVE USER PROFILE and then press Ⓐ. The Select Memory Unit screen appears.
3. Select the hard disk or any available MU to save to and press Ⓐ. The Save User Profile screen appears.
4. Press the ⊗ ⊗ or ⊚ ⊚ to highlight the user profile you want to save and press Ⓐ. A pop-up screen appears indicating if saving was successful. Press Ⓐ to acknowledge it and return to the Load/Save menu.

To load a user profile:

1. From the Options menu, choose LOAD/SAVE. The Load/Save menu appears.
2. Press the ⊗ ⊗ or ⊚ ⊚ to highlight LOAD USER PROFILE and then press Ⓐ. The Select Memory Unit screen appears.
3. Select the hard disk or any available MU to load from and press Ⓐ. The Load User Profile screen appears.
4. Press the ⊗ ⊗ or ⊚ ⊚ to highlight the user profile you want to load and press Ⓐ. A pop-up screen appears indicating if loading was successful. Press Ⓐ to acknowledge it and return to the Load/Save menu.

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MUSIC

"The Winner"
Performed by The Crystal Method
Written by Ken Jordan and Scott Kirkland
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"Crunch"
Performed by Moka Only featuring Swollen Members
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"Rollin' Along"
Performed by Moka Only featuring Abstract Rude
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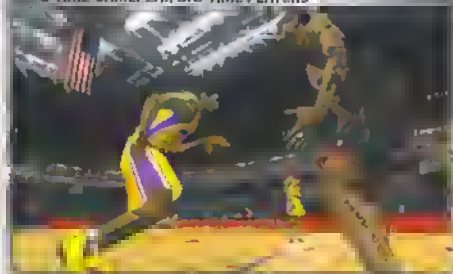
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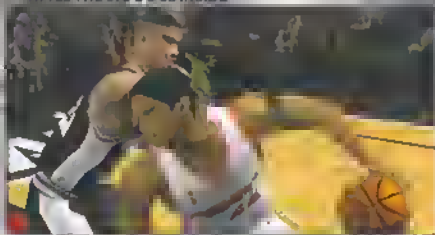
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Players 1-4   Memory Unit

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